THE DUELIST COMPANION

JANUARY 1996 THE OFFICIAL NEWSLETTER OF THE DUELISTS' CONVOCATION™ ISSUE 17

HAPPY NEW YEAR, EVERYONE!

We hope all our members are as excited about 1996 as we are! Last month we told you about many of the membership benefits you'll be receiving this year, and there's more to come! At this point, I'd like to introduce you to the Duelists' Convocation staff, whose hard work and dedication brings you not only this fine newsletter, but sanctioned tournaments, official ratings, rules booklets, telephone support, tournament rules, the World Championships, and all that's best in DC membership.

Heather Henricks *Project Coordinator* :
Formerly known as the Sanctioning Goddess, Heather has been condemned to spend eternity answering that age-old question, "What do tournament players REALLY want?" Seriously, though, Heather has shouldered the burden of researching all the elusive information necessary to make 1996 the DC's best year yet. Want to help her? Drop her a letter or email, telling her exactly what you think about sanctioned tournaments and how they should be run. She'll really appreciate your assistance! In her spare time, Heather enjoys grinding her **Magic: The Gathering** opponents into the dirt.

Heather can be reached via email at henricks@wizards.com.

Rikki Beatty *Membership Agent* :
Known far and wide as the "Rescuer of Lost Duelists," Rikki is responsible for handling your general membership needs. Many of you may know her as the friendly and comforting voice on the telephone who helps locate your lost membership packet, takes care of your renewal information, and confirms that we received your change-of-address form. We also look to Rikki for assistance in tracking down any spare chocolate in the office.

Rikki can be reached via email at manatee@wizards.com.

Tres Henry *Sanctioning Agent* :
Tres (French for "very") has valiantly accepted the torch from Heather and is now in charge of officially sanctioning tournaments! He bravely processes your sanctioning applications and diligently examines your tournament reports to ensure you obtain proper credit for all matches played. Tres enjoys duplicating Evel Knievel's less dangerous motorcycle stunts in the company parking lot.

Tres can be reached via email at ocean@wizards.com.

FRONT: RIKKI BEATTY AND HEATHER HENRICKS
BACK : JASON CARL, TRES HENRY, AND LOGAN GREY

Logan Grey *Ratings Administrator* :
Logan is the gentleman who coaxes our database into action (or beats it into submission), defines its operational parameters, and cares for its dietary needs. He has also provided graphics support, and helped us give our membership packet and sanctioning materials their spiffy new look. Contrary to popular rumor, Logan actually does speak in public, but only when prodded with a sharp implement.

Jason Carl *Director* :
As the team's manager, it's my job to help all the elements making up the DC to come together in order to provide you, the member, with the best organization possible. Accountant, editor, referee, planner, rules analyst, diplomat, negotiator—it all comes with the territory. The most amazing thing about this job is the people I work with: the folks listed above go the extra mile, perform above and beyond the call, and give 110% each and every day! It's my good fortune to work with them on this endeavor, and 1996 looks to be an incredible year because of their efforts.

You can reach me via email at vincent@wizards.com.

The Duelists' Convocation is always prepared to listen to your comments and suggestions. Some of you already know this from our telephone conversations, letter exchanges, and email dialogues. Those of you who have something you'd like to tell us should definitely take the time to get in touch; you are the reason we are here, after all.

HAVE AN UNBELIEVABLY COOL NEW YEAR!

Jason Carl
Director, Duelists' Convocation

DUELISTS CONVOCATION INTERNATIONAL

Wizards OF THE COAST

FURY IN PHILLY!

Magic & Mayhem in the City of Brotherly Love

The furious sound of rapidly tapping mana echoed through the halls of the Adams Mark hotel as a pair of green/white decks dominated the five-round, sanctioned Type II tournament at Philcon (November 18, 1995). The 36 competitors were permitted 60 minutes to finish up to three duels in each Swiss-style round, scored as follows:

Win:	3 points
Loss:	0 points
Tie:	1 point
Unfinished:	0 points
(Perfect Score:	45 points)

On hand to coordinate the event were judge Christopher J. Ferris (Wizards of the Coast, Customer Service) and referees Jon Wilkie and Jason Carl (Wizards of the Coast, Customer Service and DC, respectively).

DC member Rich Lipman (38, of Rochester, NY) captured the top honors with 36 points. He described the only deck that gave his "Green & White Machine" any trouble as "a tap-everything-and-then-some nightmare" (played by one of the third-place finishers, Perry Stief) that bested him two duels out of three in the third round.

During a post-tournament interview, Rich described his **Magic** roots: "I've been a player since Alpha, and play regularly with my local group back home in Rochester. The key to tournament success is to try your deck ideas out on your friends and let them beat you up!"

Rich was one of the 16 finalists in the *Ice Age*™ Sealed Deck tournament held last June in Toronto, and placed second at Andon's experimental Type 1.5 tournament at Andcon in Toledo. His ambition is to earn a spot on Team USA and represent his country at the 1996 World Championships. We asked Rich what qualities he thought were necessary for a successful tournament player.

"Patience. You can't lose your cool because you do poorly in one or two duels. A good tournament player should also be versatile, and that should be reflected in the deck: I build my decks around more global themes than specific cards." He then added with a broad grin, "And I love my sideboard!"

The second-place finisher, Blaise Selby (35, of Iowa City, IA, DC member), also credited her hometown **Magic** group for making her green/white land destruction deck a winner at her very first sanctioned tournament. "I play in a league in Iowa City, and that really helped me develop this deck. Playing with my friends also helped me to be less nervous and more comfortable."

Blaise added that she much prefers Type II, Swiss-style tournaments, because "I've been playing since *Arabian Nights*®, and I think Type II is a better test of a player's true skills. You can create very interesting, sometimes wacky, decks in Type II and still win!"

Jason Carl

Let's try something a bit different this month! While we can't print every letter we receive, we thought we'd share a portion of the wit and wisdom of our membership. If we continue to receive interesting correspondence, we'll select a few each month and print them here. This month's most interesting missives . . .

DEAR SANTA DC . . .

"Dear Duelists' Convocation,

"I wish you would send me some *Arabian Nights*, *The Dark*™ and *Legends*™ cards in the next week, or any time, OK? I love *Ice Age* cards too, and I like your cards so much I have 2,0001 cards."

—Jacob Ferris (Holland, MI)

RULES-HUNGRY DOG!

"To you goofy guys at the Duelists' Convocation,

"Could you send me a copy of the tournament rules? Mine were brutally murdered at the hands of my hungry dog!"

—Joe Cwiek (Dearborn, MI)

QUALIFIED JUDGES

"Dear Duelists' Convocation,

"I would like to make the suggestion that a system be set up for the licensing of tournament judges. Test them and their knowledge of the cards, and how they interact with other cards. Then make their names available, via publication in the *Duelist Companion*, so organizers have a resource they can draw upon to find qualified judges. Along with this you should set guidelines for compensating the judges for their time, travel expenses, and meals."

—Robin L. Sessler (Mendota, IL)

"P.S. Cats do too play **Magic**. They play with an exact copy of the deck you play with, card for card. Just ask some of my cats: Mox Ruby, Bird Maiden, and Twiddle. Djinni and Avatar, at 4 and 8 years respectively, are proof that cats were playing **Magic** long before we knew of it."

THANKS FOR THE INVITE . . .

"Dear Duelists' Convocation,

"I want to thank you and your associates for the invitation to the 'World Premiere *Homelands*™ Sealed-Deck Tournament.' The idea of a special invitation to Convocation members is a great idea!"

—Kenneth Van Wieren (Collinsville, IL)

HOW TO RUN A MAGIC MINI-TOURNAMENT

by Mike Mistele, DC Member 5111

I had been playing **Magic** for about a year. I'd taught the game to several friends, and played against all of them countless times. I'd even gone to several tournaments, but I had not played nearly as many games there as I had hoped to. Since I enjoyed tournament play, I decided to organize a mini-tournament. Not only did it allow me to practice my tournament skills, but it also gave me a chance to bring together several of my friends who had never met one another. We all got the chance to play, trade, socialize, and even win prizes. And best of all, it was easy to put together!

Baron Sengir
Summon Legend
Flying
Whenever a creature is put into the graveyard the same turn Baron Sengir damaged it, put a +2/+2 counter on Baron Sengir.
: Regenerate target Vampire.
"Beast. Defiler. The source of all my pain." —Ihsan's Shade
Illus. Pete Venters
5/5

The first thing to decide is whom to invite. You probably have a circle of people with whom you play **Magic**. This is a great place to start: invite the players you most enjoy competing against—assuming that you all can get along (remember, this is supposed to be a fun, social event). If you want more participants, the odds are that some of your friends know players that you don't. Inviting an even number of people will assure that everyone can play at once. Four players is the minimum size for a mini-tournament, with a maximum of 12 or 16 (beyond that, you might as well call it a "real" tournament). You may find that your biggest headache is finding a day when everybody's schedule is free. Planning a week or two in advance can be helpful if some of your players need to request time off from work.

After you have decided how many people to invite, you can choose the location. You have quite a few options here, most of which depend on how many players you are expecting. Playing at somebody's house is usually very comfortable and inexpensive. Miss Manners would insist that you make sure your event's host understands how many people are coming and for how long. Your host will need to have sufficient table or floor space for all the duels. It's also a good idea to make sure that noncombatants (spouses, roommates, children, etc.) aren't going to be annoyed. After all, tournament play can get kind of loud sometimes, and if you are monopolizing someone's floor space, they should know what they're getting into. You should also make sure your players don't have any objections. Our mini-tournament was hosted by a couple who have five cats. Fortunately, I remembered to warn the other players about this; one of them is allergic to cats, and would have been very unhappy without his antihistamines.

Many players play in comic stores, game shops, cafes, and restaurants. The advantage of these places is that players do not inconvenience anyone by taking over his or her home. However, you may have to deal with people who want to join in or gawk, and the owners of the establishment may not like the idea of you taking over for a few hours (you should ask them politely first). Other options that cost a little money include community centers and hotel meeting rooms.

After establishing a place and a guest list, decide what kind of rules to use. Not having to worry about DC sanctioning means that you can use whatever rules you and your players want. If your group is a bunch of **Magic** Methuselahs (to borrow a V:TES term), you may want a Type I-style tournament, no special rules at all, or some variation on either idea. If you have a mix of experience levels (and card collections), Type II or Sealed Deck may be in order. I suggest talking to your players first and coming up with rules everyone is comfortable with. Once you choose a set of rules, make sure everybody has a copy of them in advance.

You also need to designate someone to be the judge. This position does not need to be as formal as the judge in a sanctioned tournament (after all, he or she is also going to be playing), but it should go to someone with a good grasp of the rules and the ability to remain impartial. This person should have final say in all rules questions, but should be willing to consider dissenting opinions—provided these opinions are presented politely.

It's more fun if everybody plays the whole time, and small tournaments tend to work better if you don't use an elimination-style design. One idea is to play a round-robin, where everyone plays everybody else in a match of two or three duels. There are also numerous ways to score tournaments. You can simply award a point for each duel won, or each match won. In our mini-tournament, we awarded 25 points to the winner of a duel, and 20 points minus the winner's ending life total to the loser. This gave the loser some credit for keeping the game close.

Finally, you should think about what kind of prizes you want to have. Awarding prizes definitely heats up the competition. One affordable way is to charge each player a small registration fee, perhaps $5 or $10, and use those fees to buy booster packs or rare singles. You'll probably want to figure out the prize for each place before the tournament starts. I suggest that every player, even the last-place finisher, receive something—even if only a booster pack. As long as you're collecting money for prizes, you may want to increase the fee to cover drinks and munchies; alternately, just have everyone bring their own.

That is really all there is to it! I hope you find, as my friends and I did, that a mini-tournament is a great way to spend a day playing **Magic**.

Many of our members said that they would like to see the sanctioned list a bit further in advance, so here are the sanctioned events taking place between January 1 and February 28, 1996.

JANUARY 1996

Games University — **Magic Type I, II & Sealed**
Red Lion Hotel
Ontario, CA
Jan. 5–6
Marcelo A. Figueroa, Coordinator
909-598-9696

Kulcon IV — **Magic Type I, II & Sealed**
Harvey Hotel
Wichita, KS
Jan. 5–7
John Whitmer, Coordinator
316-686-7131

The Saturday Gathering — **Magic Type I & II**
Costa Mesa Women's Club
Costa Mesa, CA
Jan. 6
Scott M. Larabee, Coordinator
714-444-4566

MagiCon — **Magic Type I, II & Sealed**
The Regency Hotel
Denver, CO
Jan. 6
Eric Smith, Coordinator
303-366-3977

The Battle for Safe Haven — **Magic Type II**
Town & Country Community Room
Minot, ND
Jan. 6
John Carlson, Coordinator
701-852-2958

Head to Head Magic Tournament — **Magic Type I & II**
Duelist Guild Hall
Dartmouth, NS
Jan. 6
Robert Cordiner, Coordinator
902-466-2531

Mass Hysteria — **Magic Type I**
Framingham High School
Framingham, MA
Jan. 6
Alan Wong, Coordinator
508-620-4963 X321

SANCTIONED EVENTS
JANUARY/FEBRUARY 1996

A Gathering of Gamers 9 (AGOG) — **Magic Type II & Sealed**
Tucson Convention Center
Tucson, AZ
Jan. 12–14
Mike Planck, Coordinator
520-624-2675

Crusades '96 — **Magic Type I, II & Sealed, IA Constructed & Sealed**
Comfort Inn
Darien, CT
Jan. 12–14
Thomas Richardson, Coordinator
203-332-0410

The Saturday Gathering — **Magic Type I & II**
Costa Mesa Women's Club
Costa Mesa, CA
Jan. 13
Scott M. Larabee, Coordinator
714-444-4566

Magicide — **Magic Type I, II & Sealed, IA Constructed & Sealed**
Oddfellows Hall
Hudson, MA
Jan. 13
Doug Wolfe, Coordinator
508-562-7898

Legends & Legions '96 — **Magic Type I, II & Sealed**
Collegiate Village Inn Hotel
Tallahassee, FL
Jan. 13–14
David Glenn Jr., Coordinator
904-656-4218

Winter Con I — **Magic Type I & II**
Academy Hall
Pottstown, PA
Jan. 13
Richard Waldbiesser, Coordinator
610-374-7749

Master of Magic — **Magic Type I**
Airport Regency Hotel
Miami, FL
Jan. 14
Al Sousa, Coordinator
305-661-9526

Pandemonium 13 — **Magic Type I, II & Sealed, IA Constructed**
Ryerson Polytechnic University
Toronto, ON
Jan. 20–21
Chris McBride, Coordinator
416-535-8265

The Saturday Gathering — **Magic Type I & II**
Costa Mesa Women's Club
Costa Mesa, CA
Jan. 20
Scott M. Larabee, Coordinator
714-444-4566

The Quest For The Best — **Magic Type I, II & Sealed**
University of Saskatchewan
Saskatoon, SK
Jan. 20
Jim Russell, Coordinator
306-652-5696

Dragon Room Open — **Magic Type II**
Dragon Room Chinese Restaurant
Tallahassee, FL
Jan. 20
Yuh-Kong Liao, Coordinator
904-877-8265

Twilight Book and Game — **Magic Type I & IA Sealed**
Carousel Center
Syracuse, NY
Jan. 20
Chris Pollichemi, Coordinator
315-471-3139

Wasteland II — **Magic Sealed**
Diamond Center Mall
Anchorage, AK
Jan. 20
William Thompson, Coordinator
907-258-2825

UMR Open — **V:TES, Magic Type I & II**
University Center East
Rolla, MO
Jan. 20
Tom Bumgardner, Coordinator
314-368-4791

The Players Gathering III — **Magic Type I, II & Sealed**
Marriott Residence Inn
Bethesda, MD
Jan. 21
John Hardison, Coordinator
301-650-6856

Magic Tournament **Magic Type I**
Burien Library
Burien, WA
Jan. 26
Kirsten Anne Edwards, Coordinator
206-243-3490

AT Con **Magic Type II**
Ramada Inn
Austin, TX
Jan. 26–28
Frank Crull, Coordinator
512-867-3821

The Saturday Gathering **Magic Type I & II**
Costa Mesa Women's Club
Costa Mesa, CA
Jan. 27
Scott M. Larabee, Coordinator
714-444-4566

Mana Wars **Magic Type II**
Wolff's Flea Market
Mt. Prospect, IL
Jan. 27
Jim Kieffer, Coordinator
708-956-7548

You Con 4 **Magic Type II**
Brunswick Valley Bowl
Simi Valley, CA
Jan. 27
Jamey Parker, Coordinator
805-579-0312

The Underworld's Magic **Magic Sealed**
Not Another Café
Ann Arbor, MI
Jan. 28
Bryan D. Cassidy, Coordinator
313-998-0547

Super Sunday Card N' Comics Show **IA Sealed**
Mendota Civic Center
Mendota, IL
Jan. 28
Dan Dunlap, Coordinator
815-539-6301

February 1996

Winter War XXIII **Magic Type I, II & IA Constructed**
Chancellor Hotel
Champaign, IL
Feb. 2–4
Donald McKinney, Coordinator
217-469-9917

Magic Tournament **Magic Type II & IA Sealed**
Norwich Grange Hall
Norwich, NY
Feb. 3
Vin Palmere, Coordinator
607-334-9228

The Saturday Gathering **Magic Type I & II**
Costa Mesa Women's Club
Costa Mesa, CA
Feb. 3
Scott M. Larabee, Coordinator
714-444-4566

MagiCon **Magic Type I, II & Sealed**
The Regency Hotel
Denver, CO
Feb. 3
Eric Smith, Coordinator
303-366-3977

WarCon '96 **Magic Type I, II & Sealed**
Memorial Student Center
College Station, TX
Feb. 4–6
Jason Adams, Coordinator
409- 691-2436

MagiCon **Magic Type I, II & Sealed**
The Regency Hotel
Denver, CO
Feb. 4
Eric Smith, Coordinator
303-366-3977

Chico Magic Tournament I **Magic Type I & II**
Heritage Inn
Chico, CA
Feb. 4
Aric Erickson, Coordinator
916-892-2289

Master of Magic **Magic Type II**
Airport Regency Hotel
Miami, FL
Feb. 4
Al Sousa, Coordinator
305-661-9526

The Saturday Gathering **Magic Type I & II**
Costa Mesa Women's Club
Costa Mesa, CA
Feb. 10
Scott M. Larabee, Coordinator
714-444-4566

You Con 5 **Magic Sealed & IA Constructed**
Brunswick Valley Bowl
5255 Cochran St.
Simi Valley, CA
Feb. 10
Jamey Parker, Coordinator
805-579-0312

Boskone 33 **Magic Type II & Sealed**
Sheraton Tara
Framingham, MA
Feb. 16–18
Saul Jaffe, Coordinator
617-625-2311

The Saturday Gathering **Magic Type I & II**
Costa Mesa Women's Club
Costa Mesa, CA
Feb. 17
Scott M. Larabee, Coordinator
714-444-4566

Master of Magic **Magic Type I**
Airport Regency Hotel
Miami, FL
Feb. 25
Al Sousa, Coordinator
305-661-9526

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Credits

This issue of *The Duelist Companion* was brought to you by:

Rhias K. Hall—Editrix-in-Chief
Jennifer Clarke Wilkes—Editor
Rich Kaalaas—Layout & Design

Contributors
Jason Carl
Rikki Beatty
Heather Henricks
Tres Henry
Logan Grey

The following is a list of tournaments whose organizers have not turned in their point reports. If you played in any of these events, your rating will remain unchanged until a report is received from the event coordinator. If you are an event coordinator and your name appears on this list, please contact Tres Henry at the Duelists' Convocation.

MAY 1995

Heartland Comicon '95
Springfield, IL
May 5, 1995
Joe Maggio, Coordinator

Card Party 1
Wausau, WI
May 6, 1995
Bert Blaine, Coordinator

Conduit
Salt Lake City, UT
May 12–13, 1995
Chris Oversby, Coordinator

Supertournament V
Richardson, WA
May 13, 1995
Jim Parker, Coordinator

Rock Con '95
Little Rock, AR
May 19–21, 1995
Libby Singleton, Coordinator

Orangevale Pow Wow Days
Orangevale, CA
May 19–20, 1995
Lisa L.K. Plous, Coordinator

Card Con
Arlington, TX
May 20, 1995
Mike Eckrich, Coordinator

Hudson Valley Tournament
Albany, NY
May 20, 1995
Eric Wu, Coordinator

The May Gathering
Silverdale, WA
May 21, 1995
Pete Steinmetz, Coordinator

Spring Con
Cinti, OH
May 25–27, 1995
Tusk Stevens/Lennie Barnett, Coordinators

LeHighCon V
Allentown, PA
May 27, 1995
Michele Mishko, Coordinator

Victoria Manaclash II
Victoria, BC
May 27, 1995
Don McCaskill, Coordinator

MisCon 10
Missoula, MT
May 27, 1995
Brady Wood, Coordinator

Vicon
Poplar Grove, IL
May 28, 1995
Marvin E. Crim, Coordinator

Games Caucus II
Oakland, CA
May 28, 1995
John Pavia, Coordinator

Volzy's Magic: The Gathering Tournament
Spanaway, WA
May 28, 1995
Gregory M. Volzy, Coordinator

JUNE 1995

Cow Palace Show
San Francisco, CA
June 2–4, 1995
Shawn Blanchette, Coordinator

Gaming Conspiracy '95
Albuquerque, NM
June 3, 1995
Michael Johnson/Mike Arms, Coordinators

Contario
Mississauga, ON
June 3–4, 1995
Dale Jardine, Coordinator

East Coast Magic Tournament
Edison, NJ
June 3, 1995
James Pernicone, Coordinator

Capital Tournament XII
Salem, OR
June 3, 1995
Neal Feldman, Coordinator

Casper Con/Summer Challenge I
Casper, WY
June 4, 1995
Kirk Fox, Coordinator

Southern Vermont Gaming Convention
Rutland, VT
June 4, 1995
Jeramie Westbay, Coordinator

Con-Sistency V:TES
Sidney, MI
June 9–11, 1995
Bill Bartelt, Coordinator

Middle of Nowhere Tournament
Abilene, TX
June 10, 1995
Elton C. Killebrew, Coordinator

Configuration 6
Tulsa, OK
June 16–18, 1995
Tim McCartney, Coordinator

Heroes Convention '95
Charlotte, NC
June 16–18, 1995
Shelton Drum/Aaron Peronto, Coordinators

Dominia 95
Hutchinson, KS
June 17–18, 1995
Robert Bolia, Coordinator

We Love Our Out of Print Cards, Yes We Do
Lubbock, TX
June 17–18, 1995
Matthew Blackmon, Coordinator

Please Send Us More Fourth Edition, We Beg You
Lubbock, TX
June 17–18, 1995
Matthew Blackmon, Coordinator

Convention
Westminster, CO
June 23–25, 1995
David Bunte, Coordinator

PolyCon XIII
San Luis Obispo, CA
June 23–24, 1995
Eric M. Aldrich, Coordinator

The New Atlanta Comics and Fantasy Fair
Atlanta, GA
June 23–25, 1995
Greg Scott, Coordinator

Tournament
Seattle, WA
June 24, 1995
Chris Lightfoot, Coordinator

Gandalf's Gamble
West Dundee, IL
June 24, 1995
Michael Scott Collins, Coordinator

Manafest '95
San Francisco, CA
June 30–July 3, 1995
Andrew J. Finch, Coordinator

Chicago Comicon 1995
Rosemont, IL
June 30–July 2, 1995
Nancy Ford/Jonathan Furino/Jeff Sana, Coordinators

JULY 1995

Comic and Card Expo '95
Edmonton, AB
July 1–2, 1995
Jason Quintal, Coordinator

The Castle Keep Tournament
Bremerton, WA
July 1, 1995
Dale Vaughn, Coordinator

DeMolay Magic Day
Champaign, IL
July 1, 1995
Donald McKinney, Coordinator

Supertournament VI
Addison, TX
July 8, 1995
Jim Parker, Coordinator

Capital Tournament XIII
Salem, OR
July 8, 1995
Neal Feldman, Coordinator

National Championship Tune-Up Event
Fords, NJ
July 8, 1995
Robert Kron, Coordinator

The July Gathering
Silverdale, WA
July 9, 1995
Pete Steinmetz, Coordinator

Southern Vermont Gaming Convention
Rutland, VT
July 9, 1995
Jeramie Westbay, Coordinator

Origins
Philadelphia, PA
July 13–15, 1995
Gary Vandegrift, Coordinator

DragonCon
Atlanta, GA
July 13–16, 1995
Edward Kramer, Coordinator

Capital Tournament XIV
Salem, OR
July 15, 1995
Neal Feldman, Coordinator

New Orleans Magic Club Meeting
Metairie, LA
July 18, 1995
Kirk Perilloux, Coordinator

QuinnCon X
Quincy, IL
July 21–23, 1995
Don Flinspach III, Coordinator

Emerald City Magic: the Gathering Tournament
Eugene, OR
July 22, 1995
Edward Gerdes, Coordinator

Middle of Nowhere Tournament
Abilene, TX
July 22, 1995
Elton C. Killebrew, Coordinator

Magic Sealed Deck Tournament
Dartmouth, NS
July 23, 1995
Grant McLean, Coordinator

M:TG and Other Collectible Card Games Tournament
Albany, NY
July 29, 1995
Maria Perry, Coordinator

SIG Open Court
Boise, ID
July 29, 1995
Ed WIllis/Alan Cables, Coordinator

Caffeine & Conquest
Honolulu, HI
July 19, 1995
Michael Eaton, Coordinator

Clash of the Titans
Rolla, MO
July 29, 1995
Michael Dove, Coordinator

AUGUST 1995

Stormin' the Fort
Fort Smith, AR
August 2–3, 1995
Jay Davis, Coordinator

Cangames
Ottawa, ON
August 4–6, 1995
Ian Reddit, Coordinator

Dallas Game Expo
Dallas, TX
August 4–6, 1995
Jon B. Walker, Coordinator

Dallas Con '95 Magic Type I
Dallas/Ft. Worth Airport, TX
August 5, 1995
Mike Eckrich, Coordinator

Capital Tournament XV
Salem, OR
August 5, 1995
Neal Feldman, Coordinator

M:TG Tournament at the Corpse Con II Con
Corpus Christi, TX
August 5, 1995
Nick Horak, Coordinator

Magic Tournament
Billings, MT
August 10, 1995
David Schantz, Coordinator

Dallas Fantasy Fair
Dallas, TX
August 11–13, 1995
Lance Scott, Coordinator

Wizards Armageddon 95
Springfield, MO
August 12–13, 1995
Mo Ghani, Coordinator

Dawn of the Ice Age
Nanaimo, BC
August 12, 1995
Rheal Konieczny, Coordinator

Waynesboro First Aid Crew Magic Benefit
Waynesboro, VA
August 13, 1995
John Steed, Coordinator

Sealed in Ice: Canada's First Tournament
North Vancouver, BC
August 18, 1995
Chris Foley, Coordinator

StarQuest '95
San Jose, CA
August 19–20, 1995
Casey Grimm, Coordinator

Middle of Nowhere Tournament
Abilene, TX
August 19, 1995
Elton C. Killebrew, Coordinator

Capital Tournament XVI
Salem, OR
August 19, 1995
Neal Feldman, Coordinator

A Day of Magic
Bellevue, NE
August 19, 1995
John Geistdoerfer, Coordinator

DragonFlight Type I Tournament
Seattle, WA
August 26, 1995
Matt Hyra, Coordinator

Please Name Our Con Again '95
Port Huron, MI
August 26–27, 1995
Ted Golubinski Jr., Coordinator

Shadow Con
Paducah, KY
August 27, 1995
James Yohe, Coordinator

Magic Tournament II
Astoria, OR
August 27, 1995
Michael Wangen, Coordinator

Caffeine & Conquest
Honolulu, HI
August 27, 1995
Michael Eaton, Coordinator

SEPTEMBER 1995

Duel for Olympia
Lacey, WA
September 2, 1995
Gabrielle Shepard/Drew Morby, Coordinators

Magic Tournament
Woodinville, WA
September 2, 1995
Robert Mushell, Coordinator

Capital Tournament XVII
Salem, OR
September 2, 1995
Neal Feldman, Coordinator

Two Wizards and a Sage Closed Universe
Fords, NJ
September 9, 1995
Robert Kron, Coordinator

Card Con I
Wind Gap, PA
September 9, 1995
Michael Griffith, Coordinator

Shaka-Con
Waco, TX
September 10, 1995
Randy Keenan, Coordinator

Capital Tournament XVIII
Salem, OR
September 12, 1995
Neal Feldman, Coordinator

Tacticon
Lakewood, CO
September 15–17, 1995
Mark A. Hughes, Coordinator

Mad Hatter's First Annual Birthday Magic
Bash Riprocks
Lubbock, TX
September 16, 1995
Matthew Blackmon, Coordinator

M:TG Ice Age Sealed Deck Tournament
Whitefish, MT
September 18–20, 1995
David Blythe/Toby Reynolds, Coordinators

Quest Con
Montclair, NJ
September 23, 1995
Ken Doremus, Coordinator

Emerald City Magic Tournament V
Eugene, OR
September 23, 1995
Edward Gerdes, Coordinator

Shorecon '95
Asbury Park, NJ
September 23, 1995
Nick Sauer, Coordinator

Capital Con XI
Springfield, IL
September 23, 1995
Bob Jeffries, Coordinator

Hobbytown USA Magic Tournament
Lincoln, NE
September 28, 1995
Merlin Hayes, Coordinator

Nuke-Con V
Papillon, NE
September 29–30, 1995
John Geistdoerfer, Coordinator

SilverCon IV
Las Vegas, NV
September 29–October 1, 1995
Thomas P. Kurilla, Coordinator

Greater Raleigh Magic: TG Tournament
Raleigh, NC
September 30, 1995

OCTOBER 1995

Card Con VII
Los Angeles, CA
October 1, 1995
Paul Matsumoto, Coordinator

Valley Con 20
Fargo, ND
October 6–8, 1995
Michael Smith, Coordinator

Wolfcon V
Columbus, MS
October 7, 1995
John White, Coordinator

Capital Tournament XIX
Salem, OR
October 7, 1995
Neal Feldman, Coordinator

Magic at the Plaza
Vestal, NY
October 7, 1995
Maria G. Vallone, Coordinator

Type III Sealed Deck Tournament
Orem, UT
October 7, 1995
Karl F. Batdorff, Coordinator

Atlantic Canada Sports Fanfest
Moncton, NB
October 7–8, 1995
John Devona, Coordinator

Octo-Con
Fredericton, NB
October 7, 1995
Terry Thompson, Coordinator

The October Gathering
Silverdale, WA
October 8, 1995
Pete Steinmetz, Coordinator

Time Out Magic: Ice Age Sealed Deck
Thibodaux, LA
October 8, 1995
Ray Guidry, Coordinator

Magic Type II Tournament
Laurel, MD
October 13–15, 1995
Will Frye, Coordinator

Bad Boy Con '95
Phoenix, AZ
October 14–15, 1995
Jason Anderson, Coordinator

Reckoning of Champions II
Fayetteville, AR
October 14–15, 1995
John Hopping, Coordinator

InCon
Spokane, WA
October 14, 1995
Darren Fredricks, Coordinator

Hi! Ho! The Witch is Dead!
Lubbock, TX
October 14–15, 1995
Matthew Blackmon, Coordinator

Adventure Game Fest 1995
Tigard, OR
October 20–22, 1995
Mike J. Talviste, Coordinator

Horror Con 4
San Antonio, TX
October 20–22, 1995
Kris Metz, Coordinator

Antioch Magic: The Gathering Tournament
Yellow Springs, OH
October 21, 1995
Matthew J. Baya, Coordinator

Hudson Valley Gaming Con!
Albany, NY
October 21, 1995
Eric Wu, Coordinator

DPH Tournament
Hudson, MA
October 21, 1995
Doug Wolfe, Coordinator

Capital Tournament XXVI
Salem, OR
October 22, 1995
Neal Feldman, Coordinator

Caffeine & Conquest
Honolulu, HI
October 22, 1995
Michael Eaton, Coordinator

Fall Gathering
Port Orchard, WA
October 22, 1995
Steve Lawrence, Coordinator

Emerald City Magic Tournament VI
Eugene, OR
October 28, 1995
Edward Gerdes, Coordinator

All Hallows Eve
Shreveport, LA
October 28, 1995
Matthew J. Montgomery, Coordinator

Elysian Fields October Duel
Wichita, KS
October 28, 1995
Matthew Boles, Coordinator

Magicide
Hudson, MA
October 28, 1995
Doug Wolfe, Coordinator

Texicon Ultra
Houston, TX
October 28–29, 1995
Eric Nussberger, Coordinator

Graval Con '95
Allendale, MI
October 28–29, 1995
David Barry, Coordinator

Magic Wars II
Tylor, TX
October 29, 1995
Ron Hancock, Coordinator

Magic 6 Type I
College Park, MD
October 29, 1995
Ted A. McDonald, Coordinator

The Underworld's Magic
Ann Arbor, MI
October 29, 1995
Bryan D. Cassidy, Coordinator

Solution to "Man O' Mana"

by Mark Rosewater

Before I reveal the solution to last month's puzzle, I have an unfortunate admission to make. The puzzle was printed incorrectly: the Blue Mana Battery was supposed to have **four** counters on it. I take full responsibility for the mistake: I was too busy developing new cards (I just got hired into Research & Development—and incidentally, there is some *very* cool stuff coming your way next year) to proof the puzzle until it was too late. ("What do you mean, you already sent it out?")

My real concern is that you, the reader, don't lose trust in the puzzles—the *Companion* ones are hard enough even when there is a correct answer. To ensure this, I have decided to institute the same process that is followed in *The Duelist*™. This entails having an R&D member, other than myself, check every puzzle both before and after it is laid out. It is my hope that this extra set of eyes will help catch the small mistakes that slip by me when I look over my puzzles in the wee hours of the morning.

Still, I'm not convinced that the puzzle as printed is insoluble. Since I always like presenting a challenge, I invite anyone who has a workable solution to send it to me at woody@wizards.com. You will have your answer printed along with your name, and will receive a special surprise!

Once again, I am deeply, deeply sorry. If it's any consolation, this is the first time I've ever had to solve my own puzzle (I really wanted to find a working answer), and I've gained a new respect for the time you all must put in.

Sincerely,

Mark Rosewater

Assuming the Blue Mana Battery has four counters, the solution is as follows. This all occurs during your main phase.

1) Tap both swamps, both Underground Seas, the island, the forest, and both Tropical Islands, and tap and remove four counters from the Blue Mana Battery, to add 4 black, 6 blue, and 3 green mana to your mana pool. The Mana Drain adds 110 colorless mana to your pool.
2) Use 1 black and 2 colorless mana to cast Gloom.
3) Use 1 blue mana to cast Sleight of Mind on Gloom, changing "white" to "blue."
4) Use 1 blue and 4 colorless mana (3 extra colorless mana due to Gloom) to cast Copy Artifact and make a second Soul Net. **[Mana in pool: black—3, blue—4, green—3, colorless—104]**
5) Use 1 colorless mana and sacrifice the Onulet to tap and activate the Skull Catapult: this does 2 damage to the Cyclopean Mummy, destroying it. (The Cyclopean Mummy will leave the game, but it does pass briefly through the graveyard, allowing the Soul Nets to work.)
6) Use 10 colorless mana to activate both Soul Nets twice (the copied Soul Net is a blue enchantment and costs 3 extra colorless mana to activate, due to Gloom) and gain 4 life. Gain 2 more life for the Onulet's going to the graveyard. **You are now at 8 life.**
7) Use 1 green mana and tap and sacrifice the Scavenger Folk to destroy the Skull Catapult.
8) Use 5 colorless mana to activate both Soul Nets (the copied Soul Net costs 3 extra colorless mana to activate, due to Gloom) and gain 2 life. **You are now at 10 life.**
9) Use 1 blue and 3 colorless mana to cast Reconstruction (more expensive due to Gloom) on the Onulet. **[Mana in pool: black—3, blue—3, green—2, colorless—85]**
10) Use 3 colorless mana to cast Onulet.
11) Tap Despotic Scepter to destroy Onulet.
12) Use 5 colorless mana to activate both Soul Nets and gain 2 life. You also gain 2 life as the Onulet goes to the graveyard. **You are now at 14 life.**
13) Use 6 colorless mana and activate Book of Rass three times. This will cause you to lose 6 life, and you draw three cards (Feldon's Cane, Transmutation, and Animate Artifact). **You are now at 8 life.**
14) Use 6 colorless and 1 blue mana to cast Animate Artifact (more expensive due to Gloom) on Book of Rass, making it into a 6/6 creature.
15) Tap and sacrifice Living Armor to add a +0/+6 (6 is its casting cost) counter to the animated Book of Rass, making it a 6/12 creature.
16) Use 1 colorless mana to cast Feldon's Cane. **[Mana in pool: black—3, blue—2, green—2, colorless—64]**
17) Tap and remove Feldon's Cane from the game to shuffle your graveyard (Living Armor, Skull Catapult, Scavenger Folk, Onulet, Reconstruction and Sleight of Mind) into your library (currently empty).
18) Use 2 black and 1 colorless mana to cast Funeral March on Stangg.
19) Use 3 colorless mana to tap and activate Tawnos's Coffin to remove Stangg's Twin from the game. This will bury Stangg. Due to Funeral March, Skaff will also be forced to sacrifice his Ernham Djinn (since it is the only other creature he has in play).
20) Use 10 colorless mana to activate both Soul Nets twice (the copied Soul Net costs 3 extra colorless mana to activate, due to Gloom) and gain 4 life. **You are now at 12 life. [Mana in pool: black—1, blue—2, green—2, colorless—50]**
21) Use 12 colorless mana to activate the Book of Rass six times. Lose 12 life and draw six cards from your library (basically everything that was just in your graveyard). **You are now at 0 life.**
22) Use 3 colorless mana to cast Onulet.
23) Use 1 green mana to cast Scavenger Folk.
24) Use 4 colorless mana to cast Skull Catapult.
25) Use 4 colorless mana to cast Living Armor. **[Mana in pool: black—1, blue—2, green—1, colorless—27]**
26) Tap and sacrifice Living Armor to add another +0/+6 counter to the animated Book of Rass, making it a 6/18 creature.
27) Use 1 blue and 3 colorless mana to cast Reconstruction (more expensive due to Gloom) on the Living Armor.
28) Use 4 colorless mana to cast Living Armor. **[Mana in pool: black—1, blue—1, green—1, colorless—20]**
29) Tap and sacrifice Living Armor to add another +0/+6 counter to the animated Book of Rass, making it a 6/24 creature.
30) Use 1 colorless mana and sacrifice Onulet to tap Skull Catapult, doing 2 points of damage to and destroying Scavenger Folk.
31) Use 10 colorless mana to activate both Soul Nets twice (the copied Soul Net costs 3 extra colorless mana to activate due to Gloom) and gain 4 life. You also gain 2 life for the Onulet going to the graveyard. **You are now at 6 life.**
32) Use 1 blue and 3 colorless mana to cast Sleight of Mind on Gloom, changing "blue" to any color but "green" or "black." **[Mana in pool: black—1, blue—0, green—1, colorless—6]**
33) Use 1 black and 1 colorless mana to cast Transmutation on the animated Book of Rass, making it a 24/6 creature until the end of the turn.
34) Use 1 green mana and 5 colorless mana and cast a 5-point Hurricane. Skaff's life is reduced to 24 while yours is reduced to 1.
35) Attack with the animated Book of Rass and do the final 24 points of damage to Skaff, defeating him and winning you the match.